
ANTARES.....#1 Jan 72

...incorporating the NUMENOR Master Point Listing. ANTARES is published in Jan, Apr, Jul & Oct. Subs are \$1 a year. Ye Eddie is a member of N3FGB and TDA (the new type). All comments, subs, or whatever should be sent to: Burt Labelle 146 Elm St. Saco Maine 04072

"Designing a new scheme (rating system) is nothing; any idiot can do it. The real problem is to publish it regularly and reasonably frequently. This must be done if a rating list is to obtain acceptance as a standard by any wide group of players. And any rating list, even the simplest, requires a fair amount of work to maintain. If you can't afford the time to do that work, best to forget the idea - a self-maintaining rating list has yet to be devised."

John McCallum

PFENNIG-HALBPENNIG Sept 71

This issue of ANTARES is being sent to you (100 or so) for free. I show in bankruptcy court tomorrow. Actually, I feel this is the best way to determine if ANTARES is worthy of publication. Issue #1 in your hands has been run off by a local printer. If enough of you subscribe (say 20 or 30) it will survive. If not, then Walt Buchanan has another one-shot for his HOOSIER ARCHIVES. I want to assure anyone sending in a sub that should not enough interest be shown, you will all have your money returned. I know of 15 Or so out there that will sub, so I think we'll make it. A trade has already been established. Enough of this.....

I would like to have certain features besides the system itself. For example, each issue I would like to take a close look at some of the more experienced players out there as seen by their comrades in crime. This rate zine is also a genzine, and articles on anything pertaining to the different aspects of Postal Diplomacy are solicited. Anyone with anything they feel is interesting, please send it to me and it will be printed if worthy. Also in time, I would like to present to those persons who have attained the rank of GrandMaster an appropriate certificate, much like a diploma. This of course depends upon said persons accepting the diploma. We may have two such persons already, when a few more games have been calculated we shall find out. For those of you not familiar with ANTARES, the requirements for GrandMaster are 105 points and a minimum of 7 years active in Postal Diplomacy. Such a level is extremely hard to attain.

The following zines are very good. Subscribe to them.

EREWON...Rod Walker-5058 Hawley Blvd-SanDiego-Calif-92112. Rod has many zines, and this is the big one. No game openings at the moment, but they should open up soon. Subs are 7/\$1.

XENOGOGIC...Larry Peery-316 24th St-SanDiego-Calif-92102. The Holy Ghost of Postal Dippy is a complete nut, but don't let that stop you. It helps when you play. XENOGOGIC is physically large, so to help keep Larry in the red, send him \$5 for the next 4000 issues, or something like that.

DIPLODEUR...Bob Johnson-Box 134-Whippany-NY-07981. I was going to send Bob a jar of green slime for the country I got in Game #6, but he likes ANTARES, so I can't. Game openings now, fee \$4, unless you know someone.

What follows is the basis for the computations in ANTARES. If you are low on the ratings or not on it, like myself, don't let it worry you. Bribes (\$10, minimum) are accepted.

ANTARES is an attempt to devise a workable rating system for Postal Diplomacy. It is not complex, and only those items deemed essential are incorporated. Thanx for aid: J. Beshara, W. Buchanan, J. McCallum, D. Miller, L. Peery, and Sir Rodney of Sandy-on-Ego.

I. Games to be rated.

A. It has been suggested recently that a board comprised of competent, interested players or GM's be formed to make the necessary rulings on how games are to be classified, that is, regular or variant.

B. Another board with the same credentials as above should handle disputed games, complaints, errors, or wrongdoings in general. (Such a board is now being formed. I hope it proves effective.)

C. Regular Diplomacy--In general, any game which meets the requirements of section II, uses a standard map, and follows the rules as presented by Game Research. (This illustrates why the aforementioned board is needed; arguments over whether or not this game or that is regular or variant could continue forever, and this confusion is not needed nor desired.)

D. Variant Diplomacy--Games such as HYPEREC, YOUNGSTOWN VARIANT, MIDDLE-EARTH, ABERRATION SERIES, IMPERIALISM SERIES, SCOTICE SCRIPTI, etc. Note: ANTARES will not rate variants. At a later date when the dispute over what is or isn't a variant has made some progress, then variants might be rated. The point values in variants will have to be evaluated in a different light due to the larger numbers of players in these games, and other factors.

II. Requirements for games to be rated.

A. For Postal play, a timespan of one week minimum between moves.

B. Games played by phone, telegraph, carrier pigeon or whatever are rated.

C. Game must end after five full game years. (Minimum.)

D. Games without assigned Boardman number will not be rated.

E. A game must have been won according to the rules of Diplomacy or those modifications used in the GM's individual houserules. GM cannot "appoint" a winner or a result for questionable games. (the proposed board and its possible effectiveness can again be seen here.) Games completed which are questionable may or may not be rated in ANTARES, pending upon the final ruling of the matter in dispute.

III. Player classification.

- Step 1- 0- $\frac{1}{2}$ yr.....Novice
- 2- $\frac{1}{2}$ -1 $\frac{1}{2}$ yrs.....Amateur
- 3-1 $\frac{1}{2}$ -3yrs.....Tactician
- 4-14pt/3yrs.....Strategist
- 5-21pt/3yrs.....Diplomat
- 6-35pt/5 yrs.....Expert Diplomat
- 7-70pt/5yrs.....Master (Diplomat)
- 8-105pt/7yrs.....GrandMaster (Diplomat)

From level 5 (Diplomat) and up, it is necessary for at least one win to be able to advance. That is, a person with 5 years' experience and 44 points (without a win) would not advance to Expert Diplomat until he did score a win.

IV. Points and the awarding of.

A. Win - receive 7 points.

B. Draw - 7-man game: 2-way.....3 points each
 3-way.....2 points each
 4-way.....1½ points each
 5-way.....1 point each (same as survival)
 5-man game: 2-way.....2½ points each
 3-way.....1½ points each
 4-way.....1 point each (same as survival)

C. Second place - receive 2 points.

D. Survival - receive 1 point.

E. Resigns, quits, drops, removals, - Zero (0) points. These games count in regard to the computing of a player's percentage, however.

F. A replacement player must have played at least 3 full game years to receive credit for whatever results he may achieve in the game. Computation for the 3 year rule is by this method: Subtract the year the player entered from the year the game ended. There is also an exception to this rule, in regards to early drops or resignations. If a player resigns, quits, is dropped or removed or eliminated in 1903, this counts. (This is the only exception and I felt it should be shown.)

G. As Rod Walker has pointed out in NUMINOR #14, there are two different schools of thought regarding draws. They are A. all survivors draw and B. largest survivors draw. ANTARES only uses method B, largest survivors draw.

V. Example of system (with many games computed; hypothetical.)

All numbers are approximations, the true figures for this many games are still being amassed. All draws are given as two-way for simplicity.

Player	Rtg.	Pts.	%	Yrs.	1st	D	2nd	S	E/R/Q	G	Act
J. Beshara	Expert Dip.	40	.363	5	4	2	2	2	1	11	2
H. Naus	Master	84	.158	7	2	10	10	20	11	53	24
L. Peery	Diplomat	26	.173	6	2	3	1	1	3	15	8
C. von Metzke	Master	101	.132	7	2	10	12	33	19	76	11
R. Walker	Diplomat	31	.238	6	2	3	2	4	2	13	26
B. VerFloeg	Tactician	10	.500	5	1	1	0	0	0	3	16
L. Pulsipher	Amateur	9	.225	2	1	0	0	2	1	4	11
P. Nelson	Tactician	1	.050	3	0	0	0	1	1	2	1
B. Ward	Tactician	9	.069	5	0	0	0	9	4	13	3
B. Mobane	Strategist	21	.300	5	1	4	1	0	1	7	2

KEY: Rtg.....Player rating re steps
 Pts.....Point total
 %.....Percentage, .700 being perfect
 Yrs.....Years active player
 1st.....Number of wins
 D.....Number of draws
 2nd.....Number of seconds
 S.....Number of survivals
 E/R/Q...Number of eliminations, drops, quits, or removals
 G.....Total number of games finished and rated
 Act.....Number of games presently active in.

That, fellow players, is how ANTARES ticks and what this is all about. Beginning on page five are the ratings at the moment, and this is added to as fast as I can get more games to compute. I think that there have been over 200 games completed to date, so you can see there is a ways to go yet. Actually, ANTARES should never catch up to the games finished, as the number of games completed and started is increasing at a great rate. Witness this year, which has seen the starting of more games than any other. About 80 to date, and the year is not yet finished. And math always was my worst subject. Wonderful.

The only complaint I anticipate (or have already received) about the ANTARES system is that of the lack of consideration in regards to the differences between the different countries. I am well aware that, like it or not, the 7 different countries are by no means equal. However, I do not own or have direct access to a computer. All the calculations in this poverty stricken zine are done by the be-all and end-all: me. I have been exposed or seen that there are several good ideas floating around for reflecting these differences in a rating system. A very good one (also the most complex) was suggested by Pete Weber. I say again I am only human and to date I have not seen or heard of the method by which I can take into consideration the different countries without having to spend 1 or 2 hours calculating each game. I'd like to make known to everyone that I am aware of the problem, and should a system present itself whereby it will fit into ANTARES without a computer or endless hours calculating, that I will do my best to incorporate it into ANTARES.

Jots and dots;trivia and trash:

The Golden Dagger-TGD is presented every so often to those players who have successfully stabbed and/or beaten up on Ye Eddie in any of the many games he is fast being eliminated from. This issue is proud to present a triumvirate of deadly denizens of Postal Dippy. They are: Pete Weber, Bob Ward, and Lew Pulsipher. Way to go, fellas!!!

The Bronze Shaft-TBS is another goodie, given as above. The difference being that it is sent with condolences, to those players whom I have successfully butchered in various games. Kill!!! This issue goes to: no one. That's right, Ye Eddie did not pull off one stab (or one that worked well.) Boooooooo, get on the ball, Labelle!

HOOSIER ARCHIVES-Walt Buchanan-RR#3-Lebanon-Indiana-46052. If you want to know what happened back in '65, when Rod was 14, Walt has the goodies to let you know. The official historian and packrat for Postal Dippy, for a reasonable price he can get you a copy of anything. Walt also pubs HA, which has many fine articles. If you are a super-beginner (less than a year) ask Walt for Peery's Strategy Series, it'll help a lot against all those big bad veterans.

SMUT*-That's right, I said SMUT*. You expected maybe the PHOENIX PHILATOR? Pete Weber-417 E. Hatcher-Apt #2-Phoenix-Arizona-95020. This zine is brand new and starting a batch of games. Game fee, the usual \$4. Unless Pete likes you, like he does me. Then it's \$5.

A brief note on the War: The feud (TDA) is, I predict, almost over. The main reason being that most people I've talked to just don't buy what New York says. A flock of articles have appeared trying to make Larry Peery appear like #1 on the ten most wanted list. This is, in my opinion, a bunch of crap and I cannot for one minute believe that any or most of it is true. My only advice is, if you get stuff from New York (not all of NY, I meant to say) make sure you sniff it. If it has that certain smell, you know where to put the thing.

And now we have the ratings. A few explanations are due first. The hawkeyes out there among you will undoubtedly scan the list and notice that some of these players are no longer active and so on. As the issues go along I will be made aware of the mistakes and will correct them. I had hoped to present more than 55 games, but I suspect the Postal Service is the culprit to this problem (i.e., the zines which were to give ANTARES more substance have been lost). Also, the years active and number of games active are not listed in most cases. If the necessary information is supplied by the players themselves or by someone who has this info, I will enter it. If not, then they will be left blank. Item #43, if a player has less than 10 games completed, the percentage is not figured. With less than 10 games, it is basically irrelevant.

ANTARES listing as of November 25, 1971. 55 games computed.

1963 A,B,C
 1964 A,B,D
 1965 A,B,C,D,E,F
 1966 BL, BN, Z
 1967 T
 1968 C,I,K,N,O,T,W,X,Y,AB,AI,AK,AN,AO,BA,BS,BT,CA,CF,CP,#CV
 1969 T,X,AF,BA,BK,BO,#BR,#BS,CA,CK
 1970 A,E,#H,J,M,W
 1971 AA

<u>Player</u>	<u>Rtg</u>	<u>Pts</u>	<u>%</u>	<u>G</u>	<u>Yrs</u>	<u>1st</u>	<u>D</u>	<u>2nd</u>	<u>S</u>	<u>E/R/Q</u>	<u>Act</u>
A. Ackerman	-	2	-	1	-	0	0	1	0	0	-
P. Ansoff	-	8	-	2	-	1	0	0	1	0	-
E. Baker	-	1	-	1	-	0	0	0	1	0	-
S. Ball	-	2	-	1	-	0	0	1	0	0	-
H. Barents	-	1	-	1	-	0	0	0	1	0	-
D. Barrows	-	3	-	2	-	0	0	1	1	0	-
J. Beshara	-	15	-	4	-	2	0	0	1	1	-
D. Beyerlein	-	7	-	3	-	1	0	0	0	2	-
E. Birsan	-	23	-	8	-	3	0	1	0	4	-
J. Boardman	-	1	-	1	-	0	0	0	1	0	-
S. Bobker	-	7	-	1	-	1	0	0	0	0	-
K. Borecki	-	7	-	1	-	1	0	0	0	0	-
D. Brannan	-	3	-	5	-	0	0	0	3	2	-
P. Casey	-	2	-	2	-	0	0	1	0	1	-
P. Castora	-	7	-	5	-	1	0	0	0	4	-
L. Childs	-	2	-	2	-	0	0	1	0	0	-
T. Cleaver	-	1	-	1	-	0	0	0	1	0	-
F. Comber	-	4	-	2	-	0	0	2	0	0	-
J. Davey	-	1	-	1	-	0	0	0	1	0	-
J. Dygort	-	1	-	1	-	0	0	0	1	0	-

Player	Rtg	Fts	%	G	Yrs	1st	D	2nd	S	E/R/Q	Act
C.Galliher	-	1	-	1	-	0	0	0	1	0	-
B.Gletty	-	1	-	1	-	0	0	0	1	0	-
J.Goldman	-	2	-	5	-	0	0	1	0	4	-
M.Goldstein	-	13	-	7	-	1	1	1	1	3	-
G.Gygax	-	1	-	1	-	0	0	0	1	0	-
D.Isby	-	1	-	1	-	0	0	0	1	0	-
B.Johnson	-	2	-	2	-	0	0	0	2	0	-
G.Jones	-	7	-	1	-	1	0	0	0	0	-
S.Keshner	-	1	-	2	-	0	0	0	1	1	-
B.Keathley	-	2	-	1	-	0	0	1	0	0	-
J.Key	-	3	-	2	-	0	0	1	1	0	-
J.Konig	-	1	-	7	-	0	0	0	1	6	-
B.Lake	-	2	-	1	-	0	0	1	0	0	-
L.Lakofka	-	2	-	1	-	0	1	0	0	0	-
D.Leinhos	-	2	-	1	-	0	1	0	0	0	-
F.Lerner	-	1	-	3	-	0	0	0	1	2	-
M.Liesnard	-	7	-	1	-	1	0	0	0	0	-
B.Linden	-	1	-	2	-	0	0	0	1	1	-
J.MacKenzie	-	10	-	4	-	1	0	1	1	1	-
J.McCallum	Tactician*	13	.121	10	-	1	1	0	5	3	-
D.McDaniel	-	1	-	2	-	0	0	0	1	1	-
B.Mebane	-	9	-	3	5	1	0	1	0	1	-
R.Miller	-	7	-	1	-	1	0	0	0	0	-
H.Naus	Tactician	12	.109	11	7	0	1	3	4	3	-
D.Nelson	Tactician	12	-	4	3	1	0	2	1	0	-
G.Patton	-	2	-	2	-	0	0	1	0	1	-
B.Payne	-	2	-	2	-	0	0	1	0	1	-
D.Pelz	-	2	-	1	-	0	0	1	0	0	-
L.Peery	-	2	-	4	6	0	0	0	2	2	-
A.Phillips	Expt.Diplomat*	39 $\frac{1}{2}$.395	10	-	5	2	0	2	1	-
K.Polan	-	2	-	3	-	0	0	0	2	1	-
J.Pournelle	-	14	-	5	-	2	0	0	0	3	-
J.Power	-	7	-	1	-	1	0	0	0	0	-
L.Pulsipher	-	7	-	1	-	1	0	0	0	0	-
C.Reinsel	-	1	-	4	-	0	0	0	1	3	-
J.Root	-	3	-	3	-	0	0	1	1	1	-
T.Rosenbaum	-	7	-	1	-	1	0	0	0	0	-
P.Rosmalia	-	1	-	1	-	0	1	0	0	0	-
J.Sanders	-	2	-	2	-	0	0	1	0	1	-
R.Salcado	-	2	-	2	-	0	0	1	0	1	-
G.Scholz	-	1	-	4	-	0	0	0	1	3	-
J.Smythe	Diplomat*	22	.275	8	-	3	0	0	1	4	-
L.St.Cyr	-	4 $\frac{1}{2}$	-	7	-	0	1	0	3	3	-
B.Strayer	-	7	-	1	-	1	0	0	0	0	-
J. Thomas	-	1	-	1	-	0	0	0	1	0	-

Player	Rtg	Pts	%	G	Yrs	1st	D	2nd	S	E/R/Q/	Act
E.Thomson	-	4	-	3	-	0	0	1	2	0	-
M.Thomson	-	7	-	1	-	1	0	0	0	0	-
B.Tretick	-	2	-	4	-	0	0	0	2	2	-
C.Turner	-	8 $\frac{1}{2}$	-	2	-	1	1	0	0	0	-
C.Vest	-	1	-	1	-	0	0	0	1	0	-
C.vonMetzke	Diplomat	25	.227	11	7	2	1	3	2	3	-
R.Walker	Tactician	11	.275	4	6	1	0	1	2	0	-
B.Ward	-	7	-	3	5	1	0	0	0	2	-
G.Warden	-	2	-	3	-	0	0	1	0	2	-
C.Wells	-	15	-	4	-	2	0	0	1	1	-
C.Wolsh	-	1	-	1	-	0	0	0	1	0	-
J.White	-	10	-	8	-	1	1	0	2	4	-

Note--* mark indicates that the number of years active are not known as yet. This information will be entered as it becomes known. All players please feel free to send the years you have been playing and the number of games you are active in to me. This will speed things along. A simple note would suffice, such as:

Joe Doaks

Date: Sept, 1967

Act: 14 games

The date is the first month in which you began playing Postal Dippy. I will figure the years you have active from this. The number of games active should be Regular games only, please.

EREHWON #58 and a recent issue of PEERISITIS explain in depth the move by Rod Walker to not rate 3 and 7 game series. Rod gives his reasons in detail, and some are perhaps true. I would like to make known to all that ANTARES does not agree with the premisis that these series are other than regular games. Therefore, 3 and 7 game "supergames" will be entered in this zine as they finish. Before anyone points it out, yes, I happen to be playing in one of these myself. Would you believe me if I told you this would not affect my decision? Well it would not. Rod and I have not yet argued the matter in detail, but I am sure each will stick to his respective guns. This topic is open for discussion in ANTARES, feel free (anyone) to write and comment./I can see Andy and Lew sharpening their pencils already. Go to it./Also in #58 was another hash about "consultants". A few advantages were pointed out, but I for one do not care in the least bit for any of the whole idea. It can be a vicious and dangerous tool for revenge. If any of you cannot think for yourself and preferrably want to adopt anothers playing style, then by all means get yourself a "consultant". I look at it as an admission of being short on gray matter, anyhow.

"Contrary to rumors that are out, I doubt sincerely that Larry Peery is a robot or troublemaker. His apartment is not owned by the Chase Manhattan El Banko, and he is a good fellow. Rah."

Burt Labelle

About ANTARES: this issue runs only 8 pages. Even allowing for a small response from the 90+ people, later issues will be much larger. This zine, like NUMENOR, is supposedly a quarterly, look for it to come out as needed. That is, when I feel I have plenty of goodies for an issue. #2 will run 16 to 24 pages, in case anyone is worried about getting \$1's worth. Many more games will be figured by that time, and a lot of the info that is missing I hope to have filled. This may force later issues to go by 3rd class mail, but this is a small item.

Origins of World War II. I'm still waiting for my copy of the game, and had visions of starting a round or two by mail if the game was good enough (which I'm sure it is). A couple of people have got the jump on me. ANSCHLUSS-Joe Antosiak-3637 Arden Ave-Brookfield-Illinois-60513. Joe is about to start Origins, and if I ever get my bloomin' game I'd like to enter one.

MARS VIGLIA-Stephen Marsland-78 Genessee-Green-New York-13778. Steve is supposed to start a round of Origins, also./Were IS that game ?/

Politico-Military Wargames. Larry Feery again. Larry says he works and goes to school, but don't swallow that for a minute! Nobody can run about 8 trillion games and write and conduct TDA reform a visit the San Diego Zoo and still have time to eat or sleep. Or can they? I don't know how but he is doing it. FMW's are a brand new bag, and they belong to Larry. DOOMSDAY is a beaut, you can almost see the mushroom clouds on the horizon (good greif). See page one for his address, and here they are: PEERINALLIS- This is the momma zine, let's you know what is going on. PEERIFHANALIA- Like the sound of something called the Cold-War Game? It takes place in the middle east, with all those peace-loving countries, and the US, Russia, England, & France are thrown in to really make sure everybody gets killed. This is a team game, also something new. PEERIBOMB- Carries DOOMSDAY, or Dr. Stranglove Revisited. Six players control six power blocs. USSR, USA, NATO, WTO, Major Neutral Nations and China (Mao Tse-Tung type) itself. You can't win, you just try to survive! Inter-National Simulation: Will cover different world situations. The first round will deal with the Sino-Soviet (let's play footsies) diorama. In all of this hurt-me games the fees are about the same. \$5 for the fee, and \$2 for the rules and reams of toilet paper that come with them.?Just kiddin, Larry./

Walt Buchanan & I have begun communicating by cassett tape. This serves notice as a public announcement to all of you out there that I exchange letters with. If you have access to a tape recorder, try it. If you have to you can blabber for an hour, which may be the equivalent of a 50 page letter. To say the least the time save is considerable, although the postage is 3 or 4 times normal. This method also gives an interesting insight to the people you haven't met, like no letter can do. I wonder now who will be the first GM to conduct a game by tape? It's an idea, at least.

That's the end of issue #1 of ANTARES, and hope even those who are not crazy about rating systems enjoyed some of it. I have many names on my list, and I now ask those of you who do not like rating systems to take the time to return this zine to me. This will enable me to recirculate it to someone else or send a copy of #1 to a person not receiving it but still interested. Thanks, and see you in a few months with a much improved issue.